

# **‘THE DRUMS 44’**

**Manual for Operations**

**Rules and Procedures**

**For Casino Gaming**

**January 22, 2004**

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# **‘THE DRUMS 44’®**

## **GAME OBJECTIVE**

The Object of ‘**The Drums 44**’ is to get the highest number of points in a hand of four cards. In this game, 4 Aces = 44 Points and is the highest score possible. Once you understand the difference between “Points in Suit” and points created from 2, 3, and 4 of a kind, the rest of the game is easy to comprehend.

## **CARDS**

“**The Drums 44**” is dealt with a single deck of fifty-two cards. There are no wild cards. The maximum number of hands to be dealt from a single deck of fifty-two cards is seven, plus the dealer. There is a new shuffle each round.

## **POINT SYSTEM**

“**The Drums 44**” has a unique point system that is unprecedented by any other game offered in the industry. It is a simple system that can be easily learned by both players and casino personnel.

## **Two, Three and Four of a Kind**

- Any pair, except the Aces, equals twenty points.
- Any three of a kind, except the Aces, equals thirty points.
- Any four of a kind, except the Aces, equals fourty points.
- Aces are 11 points each: a pair equals 22 points, 3 of a kind equals 33 points, 4 of a kind equals 44 points.

## **Notes:**

1. Never count two pairs together.
2. If the player and the dealer both have an equal number of points in pairs, three, or four of a kind they will push.

## **Suited Points**

Card Value:

Ace = 11 points.

Jacks - Kings = 10 points each card.

Twos - Tens = numerical value on each card.

A minimum of **two** or more suited cards can be counted together when accumulating total number of points. The only exception is a single Ace, which can stand alone with 11 points (see Qualifying, below); however, any other card of the same suit may be used with an Ace to increase point total.

## **Examples:**

Any Ace = 11 points.

Ace of Spades + Four of Spades = 15 points.

Jack of Diamonds + Ten of Diamonds + Eight of Diamonds = 28 points.

King of Hearts + Jack of Hearts + Ten of Hearts + Nine of Hearts = 39 points.

## **Notes:**

- Never count suited points and pairs together.
- If the player and the dealer have an equal amount of suited points, they will push.

## **Pushes:**

Pushes will be allowed in the following situations:

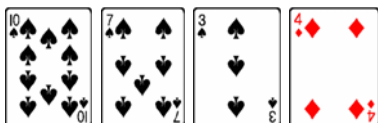
- The player and the dealer have the same number of points regardless of how those points are accumulated.

### Dealer's Hand



Pair of Kings = 20 Points

### Player's Hand



Suited hand: 10 + 7 + 3 of Spades = 20 Points

Example 1

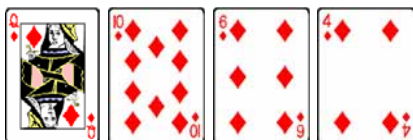
## Pushes (cont.).

### Dealer's Hand



Three Jacks = 30 Points

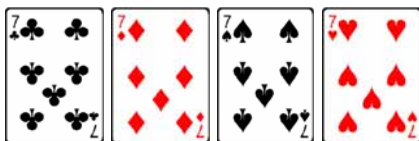
### Player's Hand



Suited hand:  $Q + 10 + 6 + 4$   
of Diamonds = 30 Points

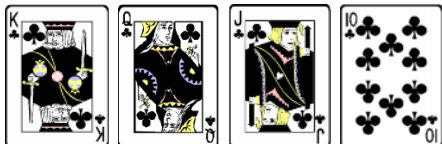
Example 2

### Dealer's Hand



Four Sevens = 40 Points

### Player's Hand



Suited hand:  $K + Q + J + 10$   
of Clubs = 40 Points

Example 3

## QUALIFYING

In order to qualify and continue playing, a Player must have:

- A minimum of 19 points in suit
- The dealer does not have to qualify and must play whatever number of points are dealt to him.
- **Special note on Aces:** An Ace alone qualifies because it is the highest ranking single card. It may be used to challenge the dealer either by itself or may be accompanied by other cards of the same suit even if they do not total nineteen.

## **HOW TO PLAY**

- Players place an **Ante** bet.
- The player's first two cards are delivered face up.
- The dealer's first two cards are dealt face down.
- Starting to the dealer's left, the third card is delivered face up. The player now has three options.
  1. The player may purchase the third card by placing a wager equal to the Ante wager in the **Buy** circle. (see layout)
  2. If the player has qualified in the first two cards, he/she may refuse the third card and still remain in to challenge the dealer. No additional wager is required.
  3. The player may choose to fold and forfeit all wagers.
- If the player does not purchase the third card, he/she will not be offered any more cards.
- If the player elects to purchase the third card, the fourth card will be delivered face up. The player, again, has three options:
  1. The player may purchase this card by placing a wager equal to the Ante wager in the **Play** circle. (see layout)
  2. If the player has qualified in the first three cards, he/she may refuse the fourth card and still remain in to challenge the dealer. No additional wager is required.
  3. The player may choose to fold and forfeit all wagers.
- Non-qualifying hands will result in a loss of all wagers.
- Qualified hands will challenge the dealer.
- After each player has been given the opportunity to hit out their hand, the dealer will expose his cards and deal two more cards face up for a total of four. The points are totaled and compared to the player's hands and paid or taken accordingly.
- All winning wagers are paid even money.

## **DEALING PROCEDURES**

Players place an **Ante** bet and an optional \$1 to \$50 **Bonus** bet. Starting at the dealer's left, the cards will be delivered one at a time until all players and the dealer have two cards. The dealer's cards are dealt in rotation with the player's cards. The player's cards will be delivered face up while the dealer's cards will both be face down. After all players have received the first two cards, the dealer will deal to the players individually, starting with the first player on the dealer's left. The dealer will

give the player a third card, face up, and if the player chooses to buy the third card, he/she must place an additional wager equal to the ante bet (BUY). The player may stand on the third card (second bet "BUY") if he/she qualifies, or can fold if they do not. *To fold*, the player simply waves off the hand and loses all the wagers, including bonus bet, before the dealer will serve to the next player. *To continue*, the dealer will then place the fourth card face up next to the third card. The player may stand, fold or place a third bet (PLAY) to challenge the dealer.

- All cards offered and not purchased will be placed in the discard rack.
- Players do not have to purchase all four cards to stay in the game.
- The dealer will select the best possible hand for the players.

### **Non-Scoring Cards:**

All non-scoring cards from each player's hand will be picked up by the dealer and placed at the bottom of the player's qualifying hand, face down and sideways. If the point total remaining in the player's hand is less than required to qualify for a bonus, the dealer will pick up the bonus bet, placing it in the chip tray before continuing to the next player.

### **Non-Qualifying Hand:**

The dealer will pick up the wagers first, placing them in the chip tray and then place all of the player's cards in the discard rack immediately.

### **Dealer's Hand**

There is not a qualifying hand for dealer. The dealer plays whatever he/she is given in four cards.

After all procedures are completed with the player's hands, the dealer will turn over and expose his first two cards. The dealer will then place a third and fourth card from the shoe, face up, one at a time, to himself.

### **Pay and Take**

Starting from the right going left, the dealer will determine the winners and losers. The dealer will pay or take wagers as he/she comes to them.

The dealer will leave all cards exposed on the table until the dealer is finished paying and taking wagers. After this procedure is finished, the dealer will pick up all cards and place them in the discard rack.

### **Game Security**

Because each player may have a different number of cards and wagers in play during each hand, game security is very important.

The following is a simple guideline to ensure all wagers are correct:

- If the player has two cards in play, he/she may only have one wager. (Ante)
- If the player has three cards in play, he/she may only have two wagers. (Ante and Buy)
- If the player has four cards in play, he/she must have all three wagers. (Ante, Buy and Play)

### **Optional Bonus Bet and Envy Bonus**

There is an optional bonus bet in which the players can bet \$1 to \$50. An envy bonus can be received by placing a bonus bet of \$5 or more, which allows a player to get paid for another player's good hand. The dealer will pay bonuses to players instantly before serving cards to the next player.

**NOTE:** *Bonuses will be paid according to house procedures.*

### **The Importance of Card Accumulation**

The most important objective in 'The Durms 44' is the **accumulation of points**, *not* the accumulation of cards. One Ace wins over an accumulation of cards of lesser points.

### **Hierarchy of Cards**

- The Ace is the highest card at eleven points.
- Two is the lowest when used in accumulating points in suit.
- All face cards ( J, Q, K) have a value of ten points.
- Numbered cards (2 to 10) are face value.

### **Comparing Suited Points to Pairs, Three or Four of a Kind.**

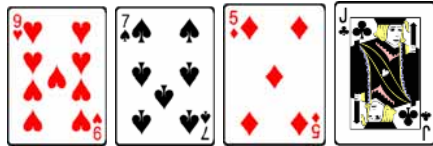
- The hand with the highest number of points will win. If they are the same, they will push.



**Zero Points Hand** (Possible when):

- There are no cards in the same suit.
- There are no two, three or four of a kind combinations.
- There are no Aces present.

**Example of a Zero Point Hand:**



## **BONUS PAYOUT**

**\$1 TO \$50 BONUS BET**  
**ENVY \$5 Minimum**

| <b>No. of Points</b> | <b>Pay Scale</b> | <b>Envy Bonus</b> |
|----------------------|------------------|-------------------|
| <b>44</b>            | <b>2000 to 1</b> | <b>\$500</b>      |
| <b>41</b>            | <b>500 to 1</b>  | <b>\$100</b>      |
| <b>40</b>            | <b>100 to 1</b>  | <b>\$50</b>       |
| <b>36 - 39</b>       | <b>75 to 1</b>   | <b>\$20</b>       |
| <b>32 - 35</b>       | <b>50 to 1</b>   | <b>\$10</b>       |
| <b>27 - 31</b>       | <b>5 to 1</b>    | <b>0</b>          |
| <b>26</b>            | <b>4 to 1</b>    | <b>0</b>          |
| <b>25</b>            | <b>3 to 1</b>    | <b>0</b>          |
| <b>24</b>            | <b>2 to 1</b>    | <b>0</b>          |
| <b>23</b>            | <b>1 to 1</b>    | <b>0</b>          |
| <b>22</b>            | <b>1 to 1</b>    | <b>0</b>          |
| <b>21</b>            | <b>1 to 1</b>    | <b>0</b>          |

## **TABLE PAYOUT**

|  |
|--|
| <b>Qualifying Hand up to 44 points pays 1 to 1</b> |
|--|